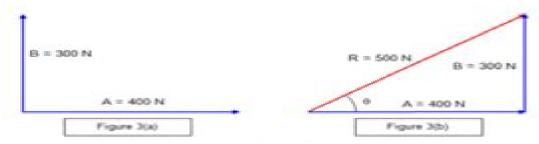
Study Guide Holt Physics Chapter 3-Two-dimensional Motion and Vectors

- I. Section 3-1—Introduction to Vectors
 - A. Scalars and Vectors
 - Magnitude and Direction
 - a. In chapter 2 we discussed velocity. Velocity has both a magnitude and a direction.
 - Magnitude: a measurement represented by a number (e.g. -12 meters/second)
 - Direction: an indication of orientation. For velocities we use a positive number for right or up and a negative number for left or down.
 - Velocity is an example of a VECTOR. Vectors always have both a direction and a magnitude
 - Vectors are differentiated from scalars in your book by using BOLD type.
 - Vectors are also represented by arrows. The longer the arrow the more magnitude the vector has.
 - Speed is an example of a SCALAR. Scalars only have a magnitude.
 - B. Properties of vectors
 - 1. Vectors can be added graphically
 - When adding vectors, you must make sure that they have the same units and describe similar quantities.
 - The answer found by adding vectors together is called the resultant.



 Vectors can <u>only be moved parallel</u> to themselves in a diagram. (see fig 3.3 on p.86)

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